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T Schlegl, M Buss, G Schmidt, SVDOA AG, G ... - Mechatronics, IEEE/ASME Transactions on, 2003 - ieeexplore.ieee.org
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P Aarnio - 2002 - automationit.hut.fi
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simulations that were carried ... line and **continuous** time **simulation** of the ...
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M Buss, G Schmidt - Intelligent Robots and Systems' 96, IROS 96, Proceedings of ..., 1996 - ieeexplore.ieee.org
... 3 and Section 4 discusses some **simulation** and parametric ... within the same **class** of linear **hybrid** automata, how ... II/III IIIIIIIIIII Figure 2: 3 DOF **kinematic** chain ...
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1 Generating embedded software from hierarchical hybrid models

Rajeev Alur, Franjo Ivancic, Jesung Kim, Insup Lee, Oleg Sokolsky

June 2003 **ACM SIGPLAN Notices , Proceedings of the 2003 ACM SIGPLAN conference on Language, compiler, and tool for embedded systems LCTES '03**, Volume 38 Issue 7

Publisher: ACM Press

Full text available: pdf(355.95 KB) Additional Information: full citation, abstract, references, index terms

Benefits of high-level modeling and analysis are significantly enhanced if code can be generated automatically from a model such that the correspondence between the model and the code is precisely understood. For embedded control software, *hybrid systems* is an appropriate modeling paradigm because it can be used to specify continuous dynamics as well as discrete switching between modes. Establishing a formal relationship between the mathematical semantics of a hybrid model and the actual ...

Keywords: code generation, embedded software, formal language, hybrid system, modularity

2 Courses: An introduction to sketch-based interfaces

Joseph LaViola, Randall Davis, Takeo Igarashi

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available: pdf(31.58 MB) Additional Information: full citation, abstract

Sketch-based interfaces are a natural, pencil-and-paper-like approach to interacting with a variety of applications, including conceptual modeling, animation, and note-taking systems. This course offers an in-depth discussion of sketch-based interface design, ranging from simple gestural commands to complex sketch-understanding systems. Attendees will learn how these interfaces are designed and how to develop their own.

3 Modular design and verification of component-based mechatronic systems with online-reconfiguration

Holger Giese, Sven Burmester, Wilhelm Schäfer, Oliver Oberschelp

October 2004 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 12th ACM SIGSOFT twelfth international symposium on Foundations of software engineering SIGSOFT '04/FSE-12**, Volume 29 Issue 6

Publisher: ACM Press

Full text available: pdf(449.52 KB) Additional Information: full citation, abstract, references, index terms

The development of complex mechatronic systems requires a careful and ideally verifiable design. In addition, engineers from different disciplines, namely mechanical, electrical and

software engineering, have to cooperate. The current technology is to use block diagrams including discrete blocks with statecharts for the design and verification of such systems. This does not adequately support the verification of large systems which improve the system behavior at run-time by means of online re ...

Keywords: components, hybrid systems, real-time, reconfiguration, unified modelling language (UML)

4 Facial modeling and animation

Jörg Haber, Demetri Terzopoulos
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(18.15 MB) Additional Information: full citation, abstract

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

5 Computing curricula 2001

September 2001 **Journal on Educational Resources in Computing (JERIC)**
Publisher: ACM Press
Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

6 The elements of nature: interactive and realistic techniques

Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.65 MB) Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

7 Level set and PDE methods for computer graphics

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB) Additional Information: full citation, abstract, citings

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

8 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press
Full text available: pdf(11.22 MB) Additional Information: full citation, abstract

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

9 Courses: Interactive shape editing

Marc Alexa
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(11.32 MB) Additional Information: full citation, abstract

The state of the art in digital modeling techniques, both in commercial software and academic research. The goal of this course is to give attendees an understanding of the big open questions and the skills to engineer recent research in interactive shape-modeling applications.

10 SmartATMS: a simulator for air traffic management systems

Tak-Kuen John Koo, Yi Ma, George J. Pappas, Claire Tomlin
December 1997 **Proceedings of the 29th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(840.06 KB) Additional Information: full citation, references, citings, index terms

11 An asynchronous integration and event detection algorithm for simulating multi-agent hybrid systems

Joel M. Esposito, Vijay Kumar
October 2004 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 14 Issue 4
Publisher: ACM Press
Full text available: pdf(299.01 KB) Additional Information: full citation, abstract, references, index terms

A simulation algorithm is presented for multi-agent hybrid systems---systems consisting of many sets of nonsmooth differential equations---such as systems involving multiple rigid bodies, vehicles, or airplanes. The differential equations are partitioned into coupled subsystems, called "agents"; and the conditions which trigger the discontinuities in the derivatives, called "events", may depend on the global state vector. Such systems normally require significant computational resources to si ...

Keywords: Event detection, hybrid systems, multi-agent systems, numerical integration

12 Courses: Performance-driven facial animation

Fred Pighin, J. P. Lewis , George Borshukov , Chris Bregler , Parag Havaldar , Thomas Kang , Jim Radford , Mark Sagar , Steve Sullivan , Tom Tolles , Li Zhang
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(34.74 MB) Additional Information: full citation, abstract

Performance-driven facial animation (PDFA) has recently been adopted in a number of important entertainment projects. This course describes tracking, cross mapping, and model derivation technologies used in PDFA, and summarizes unresolved issues. Leading researchers and industry specialists present current and forthcoming motion-capture techniques, cross-mapping technologies, and application case studies from important

recent and current projects.

13 Simulation of merge junctions in a dynamically entrained automated guideway transit system

Steven E. Shladover

December 1979 **Proceedings of the 11th conference on Winter simulation - Volume 2**

Publisher: IEEE Press

Full text available: pdf(1.23 MB) Additional Information: full citation, abstract, references, citings, index terms

Merge junctions and intersections are the principal capacity limiters and sources of delay in automated guideway transit (AGT) networks. The capacity and delay performance of the merge junctions must be thoroughly understood before an AGT network can be designed. This paper describes the modeling and event-structured Monte Carlo simulation of a single merge junction, having two input lanes and one output lane, operating in a quasi-synchronous network. The simulation described here differs f ...

14 Using discrete event modeling for effective computer animation control

Paul A. Fishwick, Hanns-Oskar A. Porr

December 1991 **Proceedings of the 23rd conference on Winter simulation**

Publisher: IEEE Computer Society

Full text available: pdf(695.31 KB) Additional Information: full citation, references, index terms

15 Software architecture for a constraint-based virtual environment

Terrence Fernando, Norman Murray, Kevin Tan, Prasad Wimalaratne

December 1999 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available: pdf(887.05 KB) Additional Information: full citation, abstract, references, citings, index terms

Virtual environment technology is now beginning to be recognised as a powerful design tool in industrial sectors such as Manufacturing, Process Engineering, Construction, Automotive and Aerospace industries. It offers the ability to visualise a design from different viewpoints by engineers from different design perspectives providing a powerful design analysis tool for supporting concurrent engineering philosophy. A common weakness of the current commercial virtual environments is the lack ...

Keywords: component assembly, constraints, tasks, virtual environments

16 Crowd and group animation

Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(20.19 MB) Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

17 Inverse kinematics positioning using nonlinear programming for highly articulated figures

Jianmin Zhao, Norman I. Badler

October 1994 **ACM Transactions on Graphics (TOG)**, Volume 13 Issue 4
Publisher: ACM Press

Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, citings, index terms, review

An articulated figure is often modeled as a set of rigid segments connected with joints. Its configuration can be altered by varying the joint angles. Although it is straight forward to compute figure configurations given joint angles (forward kinematics), it is more difficult to find the joint angles for a desired configuration (inverse kinematics). Since the inverse kinematics problem is of special importance to an animator wishing to set a figure to a posture satisfying a set of position ...

Keywords: articulated figures, inverse kinematics, nonlinear programming

18 Direct haptic rendering of sculptured models

Thomas V. Thompson, David E. Johnson, Elaine Cohen
April 1997 **Proceedings of the 1997 symposium on Interactive 3D graphics**
Publisher: ACM Press
Full text available: pdf(1.32 MB) Additional Information: full citation, references, citings, index terms

19 Dynamo: dynamic, data-driven character control with adjustable balance

Pawel Wrotek, Odest Chadwicke Jenkins, Morgan McGuire
July 2006 **Proceedings of the 2006 ACM SIGGRAPH symposium on Videogames sandbox '06**
Publisher: ACM Press
Full text available: pdf(822.64 KB) Additional Information: full citation, abstract, references

Dynamo (DYNAmic MOtion capture) is an approach to controlling animated characters in a dynamic virtual world. Leveraging existing methods, characters are simultaneously physically simulated and driven to perform kinematic motion (from mocap or other sources). Continuous simulation allows characters to interact more realistically than methods that alternate between ragdoll simulation and pure motion capture.The novel contributions of Dynamo are world-space torques for increased stability and a we ...

Keywords: animation, motion capture, physical simulation, rag doll

20 Courses: Discrete differential geometry: an applied introduction

Eitan Grinspun, Mathieu Desbrun
July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**
Publisher: ACM Press
Full text available: pdf(4.80 MB) Additional Information: full citation, abstract

An introduction to fundamentals of discrete differential geometry (DDG), a nascent area of computational science with exciting simulation and geometry processing applications. Lectures discuss continuous and discrete geometry in the context of cloth, shell, and fluid simulation as well as remeshing and parameterization problems.

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IEEE JNL	IEEE Journal or Magazine
IEE JNL	IEE Journal or Magazine
IEEE CNF	IEEE Conference Proceeding
IEE CNF	IEE Conference Proceeding
IEEE STD	IEEE Standard

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1. **Using hybrid simulation for a quadruped standing leap**
Wei Hu; Marhefka, D.W.; Krasny, D.P.; Orin, D.E.;
Intelligent Control and Automation, 2004. WCICA 2004. Fifth World Congress
Volume 5, 15-19 June 2004 Page(s):4603 - 4608 Vol.5
AbstractPlus | Full Text: PDF(516 KB) IEEE CNF
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2. **Hybrid kinematic and dynamic simulation of running machines**
Wei Hu; Marhefka, D.W.; Orin, D.E.;
Robotics, IEEE Transactions on [see also Robotics and Automation, IEEE Tra
Volume 21, Issue 3, June 2005 Page(s):490 - 497
Digital Object Identifier 10.1109/TRO.2004.839226
AbstractPlus | References | Full Text: PDF(328 KB) IEEE JNL
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3. **Optimization Design of A Hybrid Mechanism Based on Genetic Algorithm**
Ke Zhang;
Mechatronics and Automation, Proceedings of the 2006 IEEE International Co
June 2006 Page(s):2346 - 2351
Digital Object Identifier 10.1109/ICMA.2006.257698
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4. **Hybrid control for interactive character animation**
Shapiro, A.; Pighin, F.; Faloutsos, P.;
Computer Graphics and Applications, 2003. Proceedings. 11th Pacific Confere
8-10 Oct. 2003 Page(s):455 - 461
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Guilin Yang; Weihai Chen; Edwin Hui Leong Ho;
Control, Automation, Robotics and Vision, 2002. ICARCV 2002. 7th Internation
Volume 1, 2-5 Dec. 2002 Page(s):45 - 50 vol.1
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6. **A unified notation for serial, parallel, and hybrid kinematic structures**
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Robotics and Automation, 2002. Proceedings. ICRA '02. IEEE International Co

Volume 3, 11-15 May 2002 Page(s):2868 - 2873
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☐ **7. Solid modeling of kinematic chains**
Agba, E.I.; Tin-Lup Wong; Huang, M.Z.;
Advanced Robotics, 1991. 'Robots in Unstructured Environments', 91 ICAR., F
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19-22 June 1991 Page(s):959 - 964 vol.2
Digital Object Identifier 10.1109/ICAR.1991.240548

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Robotics, IEEE Transactions on [see also Robotics and Automation, IEEE Trar
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AbstractPlus | Full Text: PDF(560 KB) IEEE JNL
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☐ **9. Kinematic modelling of multifingered hand's finger gaits as hybrid autom**
Jijie Xu; Zexiang Li;
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2-6 Aug. 2005 Page(s):307 - 312
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☐ **10. Stable hybrid position/force control for redundant manipulators**
Luya Li; Gruver, W.A.;
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International Conference on
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☐ **11. Hybrid probabilistic RoadMap - Monte Carlo motion planning for closed c**
with spherical joints
Li Han;
Robotics and Automation, 2004. Proceedings. ICRA '04. 2004 IEEE Internatio
Volume 1, 2004 Page(s):920 - 926 Vol.1
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☐ **12. Motion planning of a bipedal miniature crawling robot in hybrid configura**
Jizhong Xiao; Ning Xi; Dulimarta, H.; Tummala, R.L.;
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Volume 3, 30 Sept.-5 Oct. 2002 Page(s):2407 - 2412 vol.3
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☐ **13. General task execution of redundant manipulators with explicit null-moti**
Yonghwan Oh; Chung, W.K.; Youm, Y.;
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☐ **14. The Tricept robot: dynamics and impedance control**
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☑ **15. Hybrid sliding-mode fuzzy neural network tracking control for a wheeled manipulator**
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14-17 Dec. 2005 Page(s):944 - 949
Digital Object Identifier 10.1109/ICIT.2005.1600771
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☐ **16. Robust Backstepping Tracking Control Using Hybrid Sliding-Mode Neura Nonholonomic Mobile Manipulator with Dual Arms**
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12-15 Dec. 2005 Page(s):1964 - 1969
AbstractPlus | Full Text: PDF(3944 KB) IEEE CNF
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Meng-Bi Cheng; Ching-Chih Tsai;
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10-12 July 2005 Page(s):537 - 542
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de Luca, A.; Mattone, R.;
Robotics and Automation, 1995. Proceedings., 1995 IEEE International Confe
Volume 1, 21-27 May 1995 Page(s):138 - 145 vol.1
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☐ **19. A hybrid integrity solution for precision landing and guidance**
Gold, K.L.; Brown, A.K.;
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AbstractPlus | Full Text: PDF(616 KB) IEEE CNF
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☐ **20. Robotic interception of moving objects using an augmented ideal propor guidance technique**
Mehrandezh, M.; Sela, N.M.; Fenton, R.G.; Benhabib, B.;
Systems, Man and Cybernetics, Part A, IEEE Transactions on
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Adaptive synchronized control for coordination of multirobot assembly t
Dong Sun; Mills, J.K.;

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☐ **22. UAV optimal path planning using C-C-C class paths for target touring**
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Tinos, R.; Terra, M.H.;
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☑ **24. Model-based PID control of constrained robot in a dynamic environment**
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Digital Object Identifier 10.1109/CCA.2000.897402

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☐ **25. Solar observation-based model for multiday predictions of interplanetary arrivals at Earth**
Fry, C.D.; Dryer, M.; Wei Sun; Detman, T.R.; Smith, Z.K.; Deehr, C.S.; Chin-Cl
S.-I.; Berdichevsky, D.B.;
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